BASIC CONTROLS ░▓▓

R special

move right
move up
move left

move down

punch
kick
super

jump

LEFT STICK move the character

START pause

STORY

"People once told stories of a powerful artifact that would grant the power to live 99 lives. That artifact, known as "99Vidas", was believed to hold such power it could bring Darkness and Chaos to our very existence, would it ever fall into the hands of those with evil intents.

Hence it had to be guarded by warriors, known as Guardians of the 99VIDAS, who were granted the Power of the Elements, bound to live through the ages to protect the Artifact with their own lives.

Obviously, all that - The 99VIDAS, The Power of the Elements, The Guardians - was nothing but a Legend no one believed in...

...Except one man did..."

It's your duty, as one of the Guardians of the 99VIDAS, to defeat the evil Boss and his army to retrieve the Artifact.

OPTIONS ⟩⟩⟩

VOLUME BGM	◄	50% ►
VOLUME SFX	◄	50% ►
LANGUAGE	◄	ENGLISH ►
CUTSCENES	◄	DISABLED ►
FRIENDLY FIRE	◄	DISABLED ►
VIBRATION	◄	ENABLED ►

CONTROLS

Under the **OPTIONS** menu you can modify several game settings

VOLUME BGM: Increase/Decrease volume of soundtrack during gameplay;

VOLUME SFX: Increase/Decrease volume of sound effects during gameplay;

LANGUAGE: Select the language for menus and cutscenes;

CUTSCENES: Turn ON/OFF in-game dialogs;

FRIENDLY FIRE: Turn ON/OFF - Attacks cause damage to other playable characters;

STARTING A GAME

In the **MAIN MENU** select **LOCAL** to proceed to the next menu and choose one of the available Game Modes.

It's also possible to choose **ONLINE** - for Game Modes available for playing with your friends over the network - **OPTIONS** and **EXTRAS**, which contains Fan and Concept arts, Game Credits and the Tutorial.

CAMPAIGN: Experience the original story of the game from start to finish. Available for 1-4 players;

VERSUS: Challenge your friends for a Local Battle among the Playable Characters. Available for 2-4 players;

SURVIVAL*: Fight through several waves of enemies and see how far you can go. Can you top the global leaderboard? Available for 1-4 players.
*Only available after finishing the Campaign

CAMPAIGN ▶▶▶

Experience the original **STORY** of the game, as one of the guardians of the **99VIDAS**, defeat the evil **BOSS** to retrieve the artifact and save the world. Your options are:

NEW GAME: Choose your Difficulty, pick a Character, and start the game from the very first stage;

CONTINUE: Resume the progress from your last saved play session - with **EXPERIENCE POINTS**, **LIVES** and **UNLOCKED UPGRADES** intact.

STAGE SELECT: Choose any stage you have previously finished to start the game at. You'll start the game with **5 LIVES** and **0 EXPERIENCE POINTS**, but all **CHARACTER UPGRADES UNLOCKED** previously will remain.

CHARACTER SELECT

KING

IZZY

FRIES

OAK!

HANNA

TRISH

In the beginning of the game you can choose one of the 6 guardians of the **99VIDAS**.

It's not possible for multiple players to select the exact same character during multiplayer games, be it local or online.

5 more characters can be unlocked as you finish the game with different guardians, to a total of 11 playable characters.
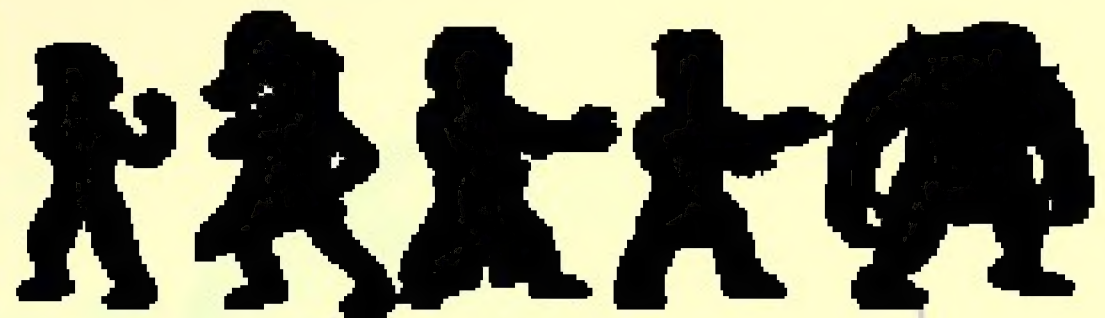
VERSUS MODE ▸▸▸

Don't feel like playing the game with your friends? What about playing it against them?

In **VERSUS** all characters unlocked during the campaign are at your disposal to play battles of 2 to 4

players against your friends, both **LOCAL** (PlayStation®TV) and **ONLINE**. Any of the stages previously unlocked can be chosen as your battleground - Beware for some of those may have a few surprises!

SURVIVAL MODE

Up for a challenge? Test your skills by fighting ever evolving waves of enemies and see how far you can go with just **5 LIVES**.

Are you good enough to make it to the top of the **HALL OF FAME** and show everyone who's the real boss?

Survival Mode can be played **SINGLE** or **MULTIPLAYER**, both **LOCAL** and **ONLINE**.

STAGE SELECT ✖✖✖

STAGE SELECT

As you make progress in the game new stages are unlocked, which are made available in the **STAGE SELECT** menu.

From there you can directly access any of the stages previously completed and start a game there.

Beware as starting a game from the **STAGE SELECT** screen allows you to pick a new character with all the upgrades unlocked to that point, but sets you back to **5 LIVES** and **0 EXPERIENCE POINTS**.

INTERFACE ⠿⠿

01 Player Information;

02 Enemy Information;

03 Combo Counter;

04 Time Limit to complete the stage
(x 10 seconds)

GO When the GO sign appears on screen you're all set to proceed to the next segment.

Watch out for danger is imminent when you see this sign on screen.

The Player HUD displays the character name **01**, remaining lives **02**, Experience Points **03** used for purchasing upgrades, the health meter **04** and the super meter **05**. The Super Meter is comprised of two segments, which correspond to the power of the Super Moves used, and increase with each wave of enemies the player clears.

COMBOS

PUNCH COMBO

KICK COMBO

Basic versions of the **PUNCH** and **KICK** combos are available from the start.

These can be upgraded by spending the Experience Points acquired during the game in the **UPGRADE SHOP**.

Combo upgrades grant the character **EXTENDED DAMAGE**, **ELEMENTAL DAMAGE** and **MULTI-HIT FINISHERS**

BLITZ AND DESPERATE MOVES

PUNCH BLITZ

KICK BLITZ

DESPERATE MOVE

The PUNCH BLITZ is available from the start whereas the KICK BLITZ can be purchased at the UPGRADE SHOP. Both can also be upgraded at the shop, just like COMBOS. DESPERATE MOVES are available from the start and can be used to damage and repel all enemies surrounding you, at the expense of you own life points, so be careful when using it.
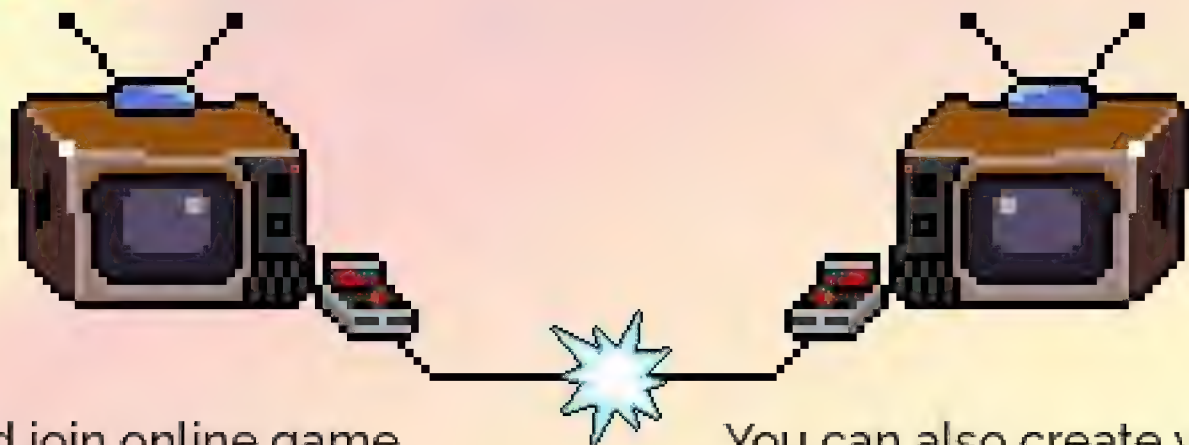
GRAB

Get close to the
enemy to GRAB
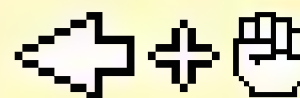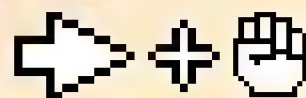
ONLINE

Here you can check and join online game sessions from other players.

Make sure to select the proper ONLINE REGION and GAME MODE to improve your online experience.

It's also possible to search for specific rooms, using diverse attributes, if you'd like.

You can also create your own ONLINE GAME. Keep in mind that online games are specific to the ONLINE REGION you have chosen, hence will only be visible to people who select the same region in the lobby.
Among other options, it's possible to define a password for the game sessions you create, to limit access to your GAME only to those that you share it with.

ITEMS

Throughout the game, you can break different kinds of containers to access the content inside. That ranges from FOOD to WEAPONS to GAME CONSOLES.

Replenish 30% of your Life Meter, or grants 100 points if Life is full

Replenish 50% of your Life Meter, or grants 200 points if Life is full

Replenish 100% of your Life Meter, or grants 1000 points if Life is full

WEAPONS replace your regular attacks and each has its own DAMAGE and DURABILITY. Pressing PUNCH performs a normal attack with the weapon, pressing KICK throws it. Weapons can also be used during BLITZ ATTACKS.
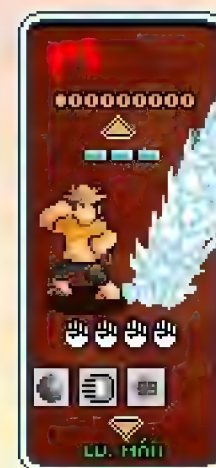
Collecting GAME CONSOLES grants the player Experience Points, which can then be used to purchase upgrades at the SHOP.

UPGRADE SHOP ▶▶
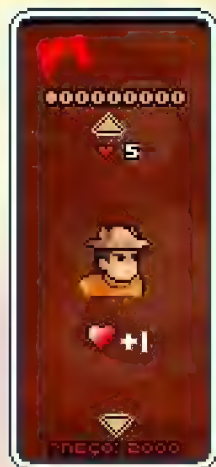
After completing a stage the player is taken to the UPGRADE SHOP. There it's possible to purchase new MOVES, and UPGRADE the moves and COMBOS you already own, by using the Experience Points acquired over the course of the game.

UPGRADES are available to all moves, and new ones are made available as they level up. UPGRADES include EXTENDED DAMAGE, ELEMENTAL DAMAGE, MULTI-HIT FINISHERS, et al.
You can also use your Experience Points to purchase EXTRA LIVES at the SHOP, which is strongly recommended if you want to finish this fight, so you may want to consider buying them whenever you have the chance.

GAME OVER AND CONTINUE

When in a single player game, if you run out of lives it's **GAME OVER**... But fear not... The game saves your progress after each stage completed, so If you go back to the **MAIN MENU** and select the **CONTINUE** option it will load your latest saved game and you'll be taken back to the last stage you were playing, with the same amount of lives and Experience Points you had at the beginning of that stage.

BEWARE! If you select any other option, like **NEW GAME** or **STAGE SELECT**, you'll retain the upgrades for your character but you'll be back in the game with only 5 lives and 0 Experience Points. In a Multiplayer game, the players who run out of lives are removed from the game. If the other players complete the stage and reach the **SHOP**, that player is given 10 seconds as a chance to rejoin the game. If accepted, the player returns to the game with 1 life and the Experience Points they had the moment they were eliminated, which can be used to purchase additional **LIVES** and **UPGRADES**.

CREDITS

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99VIDAS

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